PARKER BROTHERS

ARCADE/ACTION



CARTRIDGE FOR COMMODORE 64

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Setting the Console Controls

- Place the cartridge firmly into the cartridge slot on the back of the unit
- 2 For a one-player game, plug a joystick into the jack labelled CONTROL PORT 1 For a two-player game, plug a joystick controller into each CONTROL
- poystick controller into each CONTROL PORT. The first players uses No. 1, the second player, No. 2
- 3 Turn the ON/OFF switch to ON
 - 4 At the bottom of the screen, you'll see DIFFICULTY: and PLAYERS: Press F5 to select either NOVICE or AGENT difficulty levels. Press F3 to select 1 or 2 players
 - 5 Press Ff to begin the game.
- To the tune of the James Bond theme, you'll see the title of the adventule as well as "GOOD LUCK, MR BOND."
 "AGENT 1" (or 2) refers to the first or second player). The rumber of available vehicles appears to the right. As Mr Bond steps into the vehicle, he gives a brief demonstration of its capabilities, then speeds off to face the first adventure.
- At any time during the game, you may press F1 to begin again. Also, you may about the introduction to each game and go right into the action by pressing the FIRE button on the lovstick.
- Also, you may stop the action by pressing F7 To restart the action, simply press F7 again.

The Joystick Controllers



The joystick controls Bond's specially designed multi-purpose craft. The craft moves forward with a right motion and sightly back with a left motion. An up or down motion causes the craft to jump or dive. In either case, gravity or buoy-ancy returns the craft to a water or land surface in re-

Each press of the FIRE button either lobs a flare bomb or fires a fixed angle shot. These are released alternately.

Your Itinerary, Mr. Bond

in this game, you are Bond, James Bond, Optime world's most famous secret agent Renowned for your cool and confidence (not to mention your biting with) you've been selected by the British Secret Service for four clandestine, urtierly critical, and nearly impossible missions.

These will be accomplished at the controls of a specially designed multipurpose craft that boasts extraordinary capabilities It has the properties of a car, a plane, and a submanne. And it's equipped with the latest weaponry We think you'll find it more than adequate In brief. Mr. Bond, this is what lies ahead First stop, Las Vegas in Diamonds Are Forever No casinos, here. Rather. you've got to cross the desert in the dead of night. A very romantic place. indeed, when you're not being shot at We know you like a change of scenery. Bond, so the next stop is Sardinia in The Spy Who Loved Me Strombera's underwater laboratory is your destination in this one We're confident you'll know just what to do when you reach it

in Moonraker, you'll recognize your old nemess Hugo Drax and his poison satellites From your position on a lake, you must stop the satellites from ever reaching Earth.

We thought we'd too off the assignment with For Yolur Eyes Only. This one will take you below sea level to a sunten WWI fishing trawler. Could be the most hazaridous mission of all We're only thinking of you, Bond We know your fondness for the Greek islands.

Oh, about the details, read on. We want you to be prepared for the assoult fragmen, missiles, mines and the like Nat to worry. Good luck, Bond, And Bon Vayage!

Diamonds Are Forever

Mission: Lana on Serattino's Oil Rig and Rescue Tittariv Case

There's lots of gifter in this adventure. But all that gifters is not gold. It's diamonds and Seratfino's got them! Black market jewelry scheme, you're thinking? Wrong When altoched for a communications soleille, the stolen rocks can hainess solar energy, create a laser blast, and destroy largets on the Earths surface.

Therefore, Bond, you must get Seraffino. You'll find him on an oil rig off the Pacific coast. There, he controls the diamond satellites' guidance system.

By the way, Bond, Seraffino's holding your ... uh... assistant, Tiffony Case. We believe she's desperately in need of rescue.

The Desert. First you must travel rugged desert terrain in the dead of night the desert is filled with treacherous, glowing crafters that you must jump overorelse crash!

As satellites pass overhead, they'll drop lasers. Lasers can destroy you on impact as well as create craters in your port. Your driving skills will be of the utmost importance in surviving lasers since it's impossible to destroy the satellites.

Another thing Craters occasionally till with water. You may glide over the water as long as you jump back onto the land.

The Diamonds. Giant diamonds hang in the night sky. Hit one with your fixed angle shot to light your way (and score points). And remember that any by light of a diamond will you be able to see Seraffind's air ig once you reach the ocean.

The Ocean. When you reach the ocean, continue to light the sky by hitting diamonds. Remember, you're looking for the oil rig. Also, lobbing flore bombs onto the ocean floor, enables you to see Seraffino's fragmen and get them before they get you. (Watch out lor, fire from behind.) The satellites are still active, so beware.

The Oil Rig. Seratfinos oil rig will be sihouted against the sky when you hid adamond When it appears, move your craft just to the left of the rig, move it straight up over the top of the derrick, then down to land an the helipad When this happens, you've gotten Seratfino and saved Tiffany Casel

Important: If you're unable to hit o diamond and you notice that your shot disappears right after firing, this means that you're about to hit he ail rig. Dive under it quickly and try again to accomplish the mission on the next oil rig.

Completion of this mission brings you to the next with your remaining crafts.

The Spy Who Loved Me

Mission: Destroy Stromberg's Undersea Laboratory

Shipping magnatie Karl Stromberg uses huge oil tankers to swallow nuclear submarines right out of the water. If just so happens he's captured a British sub, not to mention your fellow agent Anya. Amasova. Stromberg must be stapped for good! You'll find him in his undersea laboratory off the coast of Sordinia.

Missiles. Stromberg has rigged the ocean floor with deadly missies that rise into the air, turn into mushroom mines, and fall back down again. Avoid them, shoot them down, or bomb them out at the base.

The Oil Tankers. When you see one of Stromberg's oil forliers, dive under it. From the fanker, Stromberg's triggerhappy chapper pilots will track you until their fuel runs out. When this happers, they head back to the tanker. By the way, Bond, the helicapter is indestructible.

The Undersed Laboratory, When you see Stramberg's laboratory of the bottom of the screen, lob a flate bomb onto it. The explosion will release a capsule that carries Annya Amasova, Swood down and touch the capsule and your mission is occomplished. Stramberg is destroyed and Annya is soved.

Completion of this mission brings you the next with your remaining crafts.

Moonraker

Mission: Destroy Three Spinning Satellites

Billionoline industrialst Hugo Drax has concacted the ultimate scheme in international espiciologie, the depopulation of the Earth in order to recolonize the with his super-race. The destruction will occur from Drax's poison satellites that talotal through space. As they spin through the night, you must attack them from your vehicles position on above, or beneath the takes surface. A deceptively afficial task.

Space shuttles. Another of Drax's brilliant but dastardly inventions is the Moonraker fleet of space shuttles. Launched from the ocean floor, they will destroy you on impact.

And remember this, when a space shuffle rises into orbit at the log of the screen, it explodes, if you're above water when it does, you'll explode, too, How to handle a space shuffle? Blow it out at the lounch pod, dodge it and submerge before it explodes or shoot it down.

Minisubs. Drox loves submarines and he has sent a fleet of them to patrol the depths. Minisubs release deadly mines that float to the surface. Avoid them or destroy them or they il destroy you And get Ilhose bothersome subs if you can, too!

Just one more thing, Bond, Make sure you clear the terrain and watch that uncomfortably shallow water Completion of this mission brings you the next with your remaining crafts.

For Your Eyes Only

Mission: Retrieve Radio Equipment from a Sunken Fishing Trawler

A British surveillance ship has been sunk off the Greek mainland by a World War II mine. Somewhere amid the wreckage les a too secret utralow frequency transmitter that lounches ballistic missiles on command. You must find it before it falls into the hands of enemy agent González.

Terrain. First, the shoreline requires expert piloting to avert the mountain peaks that rise dangerously from the ocean floor

Underwater Enemies. Only by the light of flare bombs can you see the enemies that lurk in the darkened waters. These include armed flagmen and the same mine-releasing mini-subs that Drax employs. You've escaped them before, you can do if again!

Helicopters. Occasionally, a helicopter comes onto the scene. Sorry, old boy, it's not one of ours. The chopper's fracking system make it a deadeye shot. And the radius around the gunfire explosion is a killer Consider yourself warned.

The Sunken Fishing Trawler, When you see the sunken fishing trawler, moneuver your craft onto the circular radio antenna in the middle of the deck. Do so, and you've retrieved the radio equipment. But if you till any other part of the ship, you've sunk. Completion of this mission enals the game.

End of Game

The game ends when you complete the last mission or when you lose the last craft in either case, you'll see the final animated scene along with your final score. The following screen gives you your AGENT RATING.

Agent Rating

The British Secrel Service rates each of its agents on his or her performance at the end of each game. Our rating method is computer-anhyzed and high confidential, *Enemy agents must never* learn our training secrets! The highest rating in NCVICE is 00S. The highest rating in ACFIN is 00% of course!

Two-Player Games

In a two-player game, players afternate a Bond The LEFT player goes first. Each player's score is displayed at the end of a turn. When one player loses oil his or her callfs, he or she is out of the game. The apparent may continue to play with his or her remaining cards.

Scoring

Your score is displayed after the loss of each craft. Your final score appears at the end of the game.

Targets	Points
Diamond	50
Frogman	200
Ocean floor missile.	
Mushroom mine	100
Space shuttle	200
Satelite disc	500
Mini-sub	200
Mini-sub mine	
Mission accomplished	5.000
Each remaining craft	
at the end of the game	3,000

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